ABSTRACT

The present invention provides a porous polyolefin film abounding in air permeability and moisture permeability and having extremely high degree of light transmission and tear strength, a process for producing same and intended use thereof. This porous polyolefin film is produced, for example, by stretching an unstretched polyolefin film having a resin composition of 100 parts by weight of polyolefin, 50-150 parts by weight of an inorganic filler having a 50% median diameter of at least 2 µm but less than 7 µm measured according to the light-scattering method, and 2-20 parts by weight of a wax of polyolefin series in at least uniaxial direction at an area magnification of 1.1-1.5 times, and possesses physical properties of a water vapor transmission rate of at least 1000 g/m²·24 hrs., a light transmission of at least 65%, and a tear strength of at least 0.6 N.

in claim for 3, further comprising a step of setting a maximum allowable range of number of elements of said color numerical values considering the reproducibility of said color and setting said color numerical values in that range.

- 7. A method of expression of a computer object, comprising a step of establishing a plurality of computer object groups, a step of establishing a correspondence between color numerical values and computer objects having a different correspondence for each of said computer object groups, and a step of arranging all of said computer objects to be handled at one of the plurality of computer object groups so as to improve the ease of use of said computer objects.
- 8. A method of expression of a computer object as set forth in claim 7 comprising:

a step of designating the plurality of computer object groups as first hierarchy groups, dividing the first hierarchy groups into further groups to establish a plurality of second hierarchy groups when the number of the first hierarchy groups becomes large, and including each of the first hierarchy groups in one of the second hierarchy groups;

a step of similarly successively establishing third hierarchy groups, fourth hierarchy groups, etc.; and

a step of linking colors with the different hierarchies of groups so as to form an arrangement improving the ease of use of said computer objects.

9. A method of expression of a computer object, comprising a step of establishing cyclic object relations comprised of a color numerical value-object relation, color-color numerical value relation, and color-object relation so that when converting a

computer object to a color numerical value, converting the color numerical value to a color, and converting the color to a computer object, the computer object after conversion becomes the same as the computer object before conversion.

- 10. A method of expression of a computer object as set forth in claim 9, further comprising simultaneously transmitting, transferring, and recording one or more correspondences of the cyclic object relations required for regenerating a computer object when transmitting, transferring, and recording a computer object converted to a color or color numerical value.
- 11. A method of expression of a computer object as set forth in claim 8, further comprising a step of designating a common objects computer objects designed to be able express by their combination all types of computer objects included in any certain hierarchy of groups and using these common objects to express a series of computer objects.
- 12. A method of expression of a computer object as set forth in claim 11, further comprising establishing common object relations comprised of a color-object relation, color numerical value-object relation, and color-color numerical value relation between common colors and common color numerical values in correspondence with the common objects and using these to transmit, transfer, record, and regenerate the series of computer objects converted to the common color numerical values or common colors.
- 13. A method of expression of a computer object as set forth in claim 12, further comprising simultaneously adding a common object relation when transmitting, transferring, and recording a computer object using a common color or common color numerical value.

- 14. A method of expression of a computer object as set forth in claim 13, further comprising including the common object relations in the cyclic object relations and using these to transmit, transfer, record, and reproduce a series of computer objects converted to color numerical values or colors.
- 15. A method of recording a computer object by a computer handling a plurality of computer objects, comprising:

converting a computer object to a color based on a predetermined correspondence between colors and computer objects when recording a computer object and

recording a color entity on a recording medium.

- 16. A method of recording a computer object as set forth in claim 15, further comprising using a correspondence of colors and color numerical values and a correspondence of color numerical values and computer objects when converting said computer object to said color or when converting said color to said computer object.
- 17. A method of recording a computer object as set forth in claim 16, further comprising establishing a maximum allowable range of number of elements of said color numerical values considering the reproducibility of the colors and setting color numerical values within that range.
- 18. A method of recording a computer object as set forth in claim 15, further comprising, for output of said color entities, assigning addresses to a recording surface of a recording medium and arranging color dots in accordance with those address.
- 19. A method of recording a computer object as set forth in claim 18, further comprising designating an order of output and input of color entities by addresses.

- 20. A method of recording a computer object as set forth in claim 16, further comprising using a communications means to establish links in the correspondence between colors and computer objects.
- 21. A method of recording a computer object as set forth in claim 18, further comprising, for arrangement of the color dots, dividing a recording output surface of the recording medium into a control area, storage area, security area, and other areas and enabling these areas to be freely arranged.
- 22. A method of recording a computer object as set forth in claim 16, further comprising using color numerical values to enable two-way transmission and reception of computer objects and enable recording of computer objects or checking and updating of the content of transmission.
- 23. An apparatus for recording a computer object provided in a computer handling a plurality of computer objects, comprising:

a processor for converting a computer object to a color based on a predetermined correspondence of colors and computer objects and issuing a color output instruction when there is a command for recording a computer object from among the plurality of computer objects and

a color output device for recording a color entity on a recording medium in accordance with said color output instruction.

24. An apparatus for recording a computer object as set forth in claim 23, further comprising using a correspondence of colors and color numerical values and a correspondence of color numerical values and computer objects when converting said computer object to said color or when converting said color to said computer object.

25. A method of reproducing a computer object by a computer handling a plurality of computer objects, comprising:

reading a color of a color dot on a recording medium and inputting it to said computer;

regenerating the computer object from said input color based on a correspondence between colors and computer objects; and outputting said regenerated computer object.

- 26. A method of reproducing a computer object as set forth in claim 25, further comprising using a correspondence of colors and color numerical values and a correspondence of color numerical values and computer objects when converting said computer object to said color or when converting said color to said computer object.
- 27. A method of reproducing a computer object as set forth in claim 26, further comprising establishing a maximum allowable range of number of elements of said color numerical values considering the reproducibility of the colors and setting color numerical values within that range.
- 28. An apparatus for reproducing a computer object provided in a computer handling a plurality of computer objects, comprising:

a color input device for reading a color of a color dot on a recording medium and inputting it to said computer;

a processor for regenerating the computer object from said input color based on a correspondence between colors and computer objects; and

an output device for outputting said regenerated computer object.

29. An apparatus for reproducing a computer object as set forth in claim 28, further comprising using a correspondence of colors

and color numerical values and a correspondence of color numerical values and computer objects when converting said computer object to said color or when converting said color to said computer object.

30. An apparatus for recording and reproducing a computer object provided in a computer handling a plurality of computer objects, comprising:

a color input device for reading a color of a color dot on a recording medium and inputting it to said computer;

a processor for converting a computer object to a color based on a predetermined correspondence of colors and computer objects and issuing a color output instruction or regenerating a computer object based on the correspondence of colors and computer objects when there is a command for recording a certain computer object among a plurality of computer objects;

a color output device for recording a color entity on said recording medium in accordance with the color output instruction; and

an output device for outputting said regenerated computer object and

both recording and reproducing said computer object.

- 31. An apparatus for recording and reproducing a computer object as set forth in claim 30, further comprising using a correspondence of colors and color numerical values and a correspondence of color numerical values and computer objects when converting said computer object to said color or when converting said color to said computer object.
- 32. A method of communication of a computer object among a plurality of computers comprising transmitting the computer object

over a network or transferring it by a data storage medium using a color numerical value, regenerating from a received color numerical value the computer object or color in accordance with need using a correspondence of color numerical values and computer objects or correspondence of colors and color numerical values, and thereby not handling the computer object itself over the communication path or transfer path.

- 33. A recording medium comprised of paper, plastic, glass, wood, ceramic, a sheet, a liquid crystal panel, a medium able to be recorded as color, or a combination of the same and able to output a color entity for expressing a computer object.
- 34. A recording medium as set forth in claim 33, wherein a coating is used to prevent discoloration of the color entity.
- 35. A recording medium as set forth in claim 33, wherein the shape of the recording medium or the shape of arrangement of color dots on it is made a disk shape, polygonal shape, or any other shape; the recording medium is made any composition; and a color entity output surface of said recording medium is made rotatable or movable in any direction, the color entity output surface of the recording medium is made movable and stoppable, the recording medium is made able to be detached and held to be driven, rotated, and stopped, and a holder is made rotatable and a color entity made able to be input and output in accordance with rotation of the holder.
- 36. A recording medium as set forth in claim 35, wherein, for the arrangement of the color dots, the recording output surface of the recording medium is divided into a control area, storage area, security area, and other areas and these areas can be freely arranged.
 - 37. An apparatus for recording and/or reproducing a computer

object comprising a color filter for judging the possibility of acceptance by all or a specific part of the series of colors or color numerical values input by transmission, transfer, recording, and reproduction of computer objects and performing different processing when acceptance is possible and when acceptance is not possible.

- 38. An apparatus for recording and/or reproducing a computer object as set forth in claim 37, wherein said filter provides a filter correspondence table comprised of a list of colors or color numerical values and compares an input color or color numerical value against the filter correspondence table to judge if acceptance is possible.
- 39. An apparatus for recording and/or reproducing a computer object as set forth in claim 37, wherein said color filter further includes a means for displaying data for determination of processing when judging if acceptance is possible for a series of colors or color numerical values or performing processing for returning the data by transmission, transfer, and reproduction.
- 40. A method of recording a computer object comprising assigning a specific function to one or more specific colors based on a color-object relation or independent from a color-object relation to give a function of designating a computer object group hierarchy, a function of judgement and checking before converting a color entity to a computer object, a security function, etc.
- 41. A method of recording a computer object as set forth in claim 40, further comprising correcting a change in color over time or correcting a difference in characteristics of input or output of color between color input/output devices by assigning a plurality of color information to one specific color, arranging the designated plurality of colors after a color entity as color entities, and

enabling correction of colors when reading the color entities.

- 42. A method of recording a computer object comprising recording by linking one or more attributes, selected from among a plurality of attributes including shapes of graphics such as a circle, square, or bar or other printable attributes, in addition to color with a computer object as the attributes of a color entity.
- 43. A method of recording a computer object comprising mixing, on the same recording medium, recording of a computer object by a color entity or color numerical value and recording of a computer object not based on the same.
- 44. A method of recording a computer object comprising establishing a color-object relation or color-color numerical value relation linking a single computer object or color numerical value to a combination of a plurality of different general colors and enabling a single computer object to be recorded on a plurality of color dots arranged continuously or arbitrarily on a recording medium.
- 45. A method of recording a computer object comprising newly establishing a color-object relation or color numerical value-object relation when linking a computer object to each of a plurality of colors or color numerical values when there are a plurality of color entities or color numerical values output in advance or determined for output.
- 46. A method of preparing a code comprising linking each of a plurality of colors provided in advance with information and expressing said information by different colors.
- 47. A method of preparing a code as set forth in claim 46, further comprising expressing corresponding information by a

substance having as an attribute a color printed on one or more dots on a recording medium based on the relation of linkage of said information and colors.

- 48. A method of preparing a code as set forth in claim 47, further comprising assigning addresses to a recording surface of said recording medium on which said color is printed, and expressing said information with said color by designating an order of output and input of color entities by said addresses
- 49. A method of preparing a code comprising linking different color numerical values to information and expressing the information by the color numerical values.
- 50. A method of preparing a code as set forth in claim 49, further comprising assigning a color to a color numerical value and using both of a correspondence of color numerical values and information and a correspondence of colors and color numerical values to link the information with colors.